

# A Scent of Blood

A Serious Heroic Major Game of 7 hours for teams of six players each

High Line (levels 5-7) ( max 36 levels): Mental 8 Fighting 8 Physical 7 Risk 9

Low Line (levels 3-5) (max 25 levels): Mental 8 Fighting 8 Physical 7 Risk 7

Game Style: **Dark Heroic**

**Note on Ratings:** The Mental rating is not based on puzzles. It represents the importance of making smart decisions and taking correct actions at key moments throughout the game. The Risk ratings match the descriptions in section 4 of the latest Bluebook. This game is intended to offer PCs challenges.

**Pre-Game Lore:** In the past several months, eight people have disappeared in Fiorgynsheim, all of them residents of its western sections, a region bordering on wild lands. A party of six people, members of the Fiorgynsheim Guard, were recently sent by the Protectorate to determine the nature and cause of these deaths; they have disappeared. The Protectorate, disturbed by this and the reports of other strange happenings, has commissioned the adventuring team to find the Guards, or their fate, and discover what has really been happening around Trulorn, the small village that is the only significant population center in the area. The Protectorate is offering a total reward of (Low line: 1800 gp; High line: 6000gp) for the return of their people and any clue to the mystery of the deaths.

**Loremasters: TBD (3 teams of 6 PCs) - Contact the Producer or an LM for a slot**

Team 1: Henry Wood (High Line)

Team 2:

Team 3:

**Expected Run Date:** Sept 14, 2019

**PC Cost:** \$20

**PC Check-in:** Team 1 9:30 Team 2 10:00 Team 3 10:30

**NPC Cost:** \$0

**NPC Check-in:** 9:00

**Location:**

Camp Holland in Weatherford, TX

**Producer:**

Patrick McGehearty patmcgeh@flash.net 972-979-8469

**Game Writer:**

Karen Murphy (1995) revised by Patrick McGehearty (2019)

**Sanctioning Team:**

John Jones, Dan Barry, Tina Spence

**Special/Optional Rules In Effect:** Dallas Optional Rules, Alchemist Class playable, Bard Class playable, (NEW) Combat Casting allowed, (NEW) LI Stagger, Lore Spells that result in “no information” do not use points, Mind Affecting Spells/Abilities don’t affect mindless undead, Monks Purple Staff, Paragon Effect, PC Fairness, Soliloquy, and Zen Archery.

**MAGIC SHOP** – CAP4Gold and The Dallas Magic Shop as shown at

<http://www.dallasifgs.org/docs/Magic%20Shop%2020190803-ids%20v8.pdf>

will be available as encounter 0 before teams game-in. Be sure to review the shop contents and make your purchase list before game day.

## **Explanation of the Optional Rules for “Scent of Blood”**

For the Dallas *Optional Character and Class* rules see: <http://www.dallasifgs.org/abilities.html>

### **Combat Casting allowed:**

Any mage, Druid or cleric casting may be done with a weapon or shield in hand provided the caster **DOES NOT ACTIVELY ATTACK OR DEFEND WHILE CASTING.**

### **LI Stagger:**

If an LI effect is not high enough to affect a character, but goes off at half that character's level or higher (rounding up), that character will be staggered for 5 seconds. Staggered characters may not activate SAS or items or take any offensive action, but may defend themselves and move at walking speed. Stagger interrupts casting/activation of SAS and items.

If the LI fails for reasons other than level (Concentration, Evade, use of an instant counter), the stagger does not take effect.

Example: An NPC Mage casts a 8th level Enthrall at Gordon Dexter (MU 9). The Enthrall fails, but because the cast was at or above half of Gordon's level (round up ---> level  $9/2 = \text{level } 4.5$ , round up = level 5, and  $8 \geq 5$ ), Gordon is staggered for 5 seconds.

### **Monks Purple Staff:**

Monks may use purple staves (18 - 36" in length) as unarmed attacks. These attacks cannot be dropsied or disarmed. In all other ways they act as normal weapons (i.e. they can be shattered (broken hands) or bladesharped (using the item to meditate extra damage) etc.).

### **Paragon Effect:**

Evil is still ascendant; Evil gains +1LI resistance vs Repulse Evil, Turn and Similar. Good loses -1 LI resistance vs Repulse Good, Turn Living, and other similar SAS.

### **Soliloquy:**

This ability can only be used at the beginning of an encounter. It cannot be used to delay or stop an encounter and if the GM thinks it is being abused they can disallow it. It cannot be used to gain a tactical advantage. This ability allows a PC or NPC to essentially stop time long enough to get out his/her heroic speech. All PC/NPCs must wait and observe while the soliloquy is being spoken. If a PC/NPC moves during this time they must return to their original spot at the end of the soliloquy.

### **Zen Archery (5<sup>th</sup> level):**

Range: Self      Area: Self      Duration: 5 min/level

Stacking: NA      Misc.: Material component      Cost: 5

This ability allows the ranger to move freely while aiming at a target, provided the bow is held in an aiming position. The ranger may not engage in any other activity, and aiming is disrupted by any damage taken or by attempting to block an attack. The effects of Zen Archery do not apply to opportunity fire. If a ranger aiming for opportunity fire moves, his aim is disrupted. This ability is represented by a blue flag.